

CAPTAIN ZAPP



NEW SAGA HAS BEGUN!

UNIVERSAL SYSTEM **1**
CORRESPONDING SOFT
The **2**nd. shot

UNIVERSAL

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CAPTAIN ZAPP™

**SILVIA IS IN JEOPARDY. GO ON CAPTAIN ZAPP!!
RESCUE HER! CAUTION TO DEATH TRAPS!!**



HOW TO PLAY

- Captain Zapp is operated with one 4 way joy stick lever and one fire button.
- Move Captain Zapp to the direction of  on the screen with the correct timing by the joystick.
- Depress the fire button when  appears on the screen, then Captain Zapp can make proper moves such as attack, jump, etc.
- Any discrepancy in operating the joystick and the button will result in the destruction of Captain Zapp.

CONTINUITY FEATURE

- You can continue the game without losing your present score
- "CONTINUE" sign appears on the screen when the game is over. Insert additional coins within 20 seconds and depress the start button
(This feature can be selected by Dip SW)

UNIVERSAL SYSTEM ■

UNIVERSAL SYSTEM 1 corresponds to laserdisc games which Universal will release. You can offer your locations several different games simply by changing the laserdisc, ROMs (P.C.B.), and decals.

SIZE: 260mm (H) x 118mm (W) x 60mm (D) POWER: AC100V, 115V, 230V (50/60Hz) 180W (100V) 95-21

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